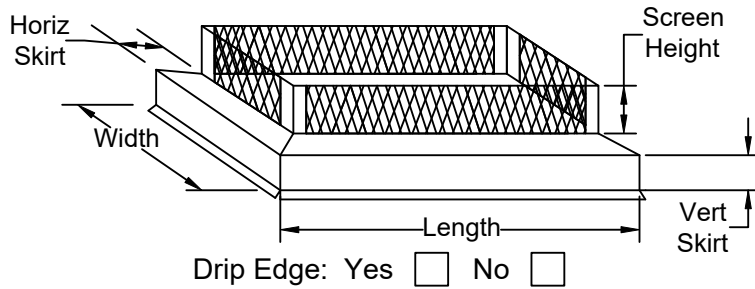


Company: _____ PO: _____ Date: _____



ORDER # _____

STANDARD SCREEN HEIGHTS

Stainless: 8" 10" 12" 16"

Copper: 8" 10" 12"

Other: _____ (ADD 5% TO HEIGHTS 17-24)
(HEIGHTS BEYOND 24" CALL FOR PRICE)

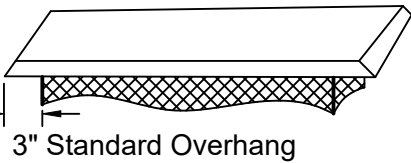
PRICING MULTIPLIER = Length + Width x Multiplier = Cost

Flat

FOR CAP SIZES UP TO 33" WIDE AND 67" IN LENGTH

Stainless: Multiplier = (7.64)

Copper: Call for Pricing



3" Standard Overhang

FOR CAP SIZES 34"- 49" WIDE OR LENGTHS 68"-100"

Stainless: Multiplier = (9.56)

Copper: Call for Pricing

SIZING REQUIRMENTS

Length: _____ "

Width: _____ "

Vertical Skirt: _____ " (Std. 3")
(Skirts 5-8" add 5%)

Horizontal Skirt: _____ " (Std. 2")

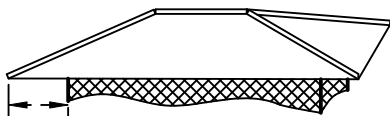
Overhang: _____ "
(Add 10% for Extra Overhang upto 6")

Hip & Ridge

FOR CAP SIZES UP TO 45" WIDE AND 67" IN LENGTH

Stainless: Multiplier = (9.40)

Copper: Call for Pricing



4" Standard Overhang

FOR CAP SIZES 46"- 65" WIDE OR LENGTHS 68"-100"

Stainless: Multiplier = (11.75)

Copper: Call for Pricing

Lid Pitch: ____/12 (Std. 5/12)
(ADD 10% FOR LID PITCH 6/12 TO 12/12)

CAP TOTAL \$ _____

POWDERCOAT COST \$ _____

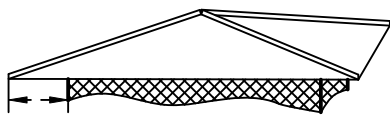
TOTAL COST OF CAP \$ _____

Hip

FOR CAP SIZES UP TO 45" WIDE AND 67" IN LENGTH

Stainless: Multiplier = (10.07)

Copper: Call for Pricing



4" Standard Overhang

FOR CAP SIZES 46"- 65" WIDE OR LENGTHS 68"-100"

Stainless: Multiplier = (12.59)

Copper: Call for Pricing

Lid Pitch: ____/12 (Std. 5/12)
(ADD 10% FOR LID PITCH 6/12 TO 12/12)

POWDER COAT

- FLAT BLACK
- SATIN BLACK
- PURE WHITE
- TRAFFIC WHITE
- BLACK / GREEN
- BROWN
- BRICK RED
- COPPER
- STATUTORY BRONZE
- ANTIQUE COPPER
- CUSTOM

COLOR _____

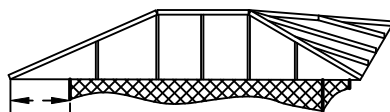
CUSTOM COLORS WILL HAVE AN ADDITIONAL COST

Standing Seam

FOR CAP SIZES UP TO 45" WIDE AND 67" IN LENGTH

Stainless: Multiplier = (12.50)

Copper: Call for Pricing



4" Standard Overhang

FOR CAP SIZES 46"- 65" WIDE OR LENGTHS 68"-100"

Stainless: Multiplier = (15.63)

Copper: Call for Pricing

Lid Pitch: ____/12 (Std. 5/12)
(ADD 10% FOR LID PITCH 6/12 TO 12/12)